School's Out for Rec Room

Rec Room (/posts?author=67c60bdd1a660a0f3cafe3d8) · March 30, 2026 (/posts/schools-out-for-rec-room)

Rec Room will be closing down on June 1st 2026 at noon Pacific time.

Over the past decade, Rec Room grew into something amazing, reaching over 150 million players and creators along the way. Players made over half a billion friends on the platform. In total, people all around the world spent a cumulative 68 thousand *years* in Rec Room. The top UGC rooms saw over 500 years of play time each. That's a lot of people having a lot of fun.

What this community built together is incredible, and something we'll always be proud of. Even today, millions of people are showing up to spend time in this fun and welcoming place every month.

Despite this popularity, we never quite figured out how to make Rec Room a sustainably profitable business. Our costs always ended up overwhelming the revenue we brought in.

We spent a long time trying to find a way to make the numbers work. But with the recent shift in the VR market, along with broader headwinds in gaming, the path to profitability has gotten tough enough that we've made the difficult decision to shut things down.

We're making this decision now, while we still have the ability to wind things down thoughtfully and do right by the people who built this with us.

So what does this mean exactly?

On June 1st:

- You will no longer be able to login to and play Rec Room
- The rec.net website will go offline.

- Online services related to Rec Room Studio will no longer be available.

In preparation for the impending shutdown, as of this update the following things are changing:

1. You can no longer create new accounts
2. You can no longer add someone as a friend
3. You can no longer sign up for Rec Room+ (RR+)
    1. If you have an active RR+ membership, that membership is extended to June 1st.
4. We have removed the RR+ requirement from Partnered Creator. Anyone with sufficient tokens can choose to cash them out.
    1. New registrations for Partnered Creator will be halted on May 1st.
5. You will no longer receive token rewards (e.g., at the end of an RRO)
6. You can no longer create new monetized UGC content, including:
    1. Room inventory items and offers
    7. Room keys, consumables, and currencies
    8. Avatar items (in-game and Avatar Studio)
9. The Room Rewards program has ended. March Room Rewards will be paid out in early April.
10. You can no longer purchase or receive new Roomie Energy

As a thank you to our players:

- We are discounting first party content in all stores by 80%
- Some RR+ only features (e.g., avatar items, custom emoji, auras, body paint) will no longer require RR+

On May 1st:

- You will no longer be able to purchase tokens or any $-denominated offers.
- You can no longer redeem gift cards for tokens.

After May 18th (at 11:59 PM UTC):

- You will not be able to earn any more tokens as a creator. You can still collect any previously-earned tokens.
- You can continue to spend the tokens you have until June 1st.

Downloading Data

We understand that people will want to download their data, and we want to help as much as we can.

For Players:

- You can download all the photos you've taken - follow the instructions here (https://recroom.zendesk.com/hc/en-us/articles/39239520954903-Exporting-Rec-net-Photos)
- You can download a "final report card" that is a memento of your avatar - follow the instructions here (https://recroom.zendesk.com/hc/en-us/articles/39240723191703-Saving-your-Report-Card)

For Creators:

- Unfortunately, you cannot download a working copy of your rooms. We know that would be ideal. But without the Rec Room servers operational that is not possible.

- Instead, we are providing the ability to download your room and invention data in formats that can help you recreate the room elsewhere if you choose (e.g., as a standalone Unity app)
    - Room/invention data downloads only work via the Steam PC build (https://store.steampowered.com/app/471710/Rec_Room/), so please install that if you want to download room/invention data.
    - Note: This functionality is in final internal testing and will be available in a Steam PC update ~one week from today. Room/invention data downloads will be available until June 1st.
- To download room and/or invention data - follow the instructions here (https://recroom.zendesk.com/hc/en-us/articles/39316129990423-Exporting-Room-Invention-Data)

Thank you

On behalf of the team we'd like to thank you for being a part of the Rec Room community and helping us create a fun and welcoming place for players from all walks of life over the past ~10 years. Your boundless creativity and enthusiasm has been a source of great inspiration and joy. We wish we could have found a way to keep things rolling, but unfortunately this is the end of the road.

We'd also like to thank everyone who has been part of the amazing Rec Room team over the years. It has been an honor and a career highlight to work with the talented, creative and dedicated Rec Room team. Thank you for your innumerable contributions to something that brought a lot of joy (and some heartache!) into the world.

Over the years, Gribbly often described Rec Room as "an explosion of love and creativity all around the world". We hope it was that for you. It certainly was for us.

Watch on

Q&A

Q: What happens to my RR+ subscription?

Your current membership will be extended to June 1st. We encourage you to manually cancel any recurring payments by following the instructions here (https://recroom.zendesk.com/hc/en-us/articles/4465028213783-Unsubscribing-from-Rec-Room-Plus-RR). We will attempt to automatically cancel monthly RR+ renewals but cannot guarantee that our attempts will succeed on all platforms.

Three, six and 12-month subscribers will automatically receive a refund for the unused portion of their subscription.

Q: What happens to my Rec Room tokens after June 1st?

Rec Room tokens can no longer be spent after June 1st.

Q: I am a creator who has been earning $ from my Rec Room creations, what happens?

You will not be able to earn tokens as a creator after May 18th. We will process a final creator payout on June 1st.

Q: I have a Rec Room gift card, can I still use it?

You can redeem gift cards and use wallet funds until April 30th. Between May 1st - June 15th, you can request a refund for unused funds via rec.net (http://rec.net). You can reach out to support@recroom.com (mailto:support@recroom.com) for more information.

Q: What happens to Rec Room Studio?

The Rec Room Studio build servers will go offline on June 1st. Until then you can update your rooms as normal. You can also use the in-game tools to download the non-RRS contents of your room. After the shutdown, Rec Room Studio will continue to operate in a limited offline mode, allowing you to open your cached rooms on your local computer.

Q: I want to login but I can't remember my password!

If you have forgotten your login credentials, please follow the instructions here (https://rec.net/password/recover) to use the standard "forgot password" flow. You will receive an email - if you don't see it *check your spam folder*. The email link is valid for one hour.

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